

| | |
|-----------------|-----------------------|
| week 77: | who's the man? |
|-----------------|-----------------------|

This programme is to focus on the man who made Cubbing possible and some of the skills and morals he instilled within the Scouts he was in charge of. The fun in this programme is that whatever B-P did with the Scouts and Cubs, he wanted them to learn through play and doing and enjoy while they were learning – so this is all about learning and enjoying! There is a variety of games here to cover different aspects of advancement. Choose what best suits your Pack.

Games:

1. Team Game: Do your best!

(A variety of activities to show the Cubs the importance of keeping fit and developing co-ordination and having fun whilst doing so – they don't even realise the positiveness of them – just know they are having fun. These activities can be run as bases, part of a team game or 'fillers'. The Cubs should be encouraged to attempt as many of these activities as possible. This is just a list of possibilities ... You know your Pack so choose activities to suit!)

- Arrange ropes as a river; add some snakes and sharks to make it dangerous. The river has to be leaped over with the aid of a very strong pole.
- Try to write your name while looking in a mirror.
- Drop pegs into a wide necked jar.
- Kite flying.
- Throwing balls at an arrangement of empty cans.
- Climb a knotted rope hanging from a tree.
- Tray with a bottle and a ball, the Cub walks a distance whilst dribbling a soccer ball and balancing the tray.
- Stilts – either wooden ones or those made from tin cans.
- Sew buttons on a piece of material.
- Walk a certain distance with a ball between your knees.
- Put out a candle with a water pistol.
- Lasso a set of bull horns.
- Walk a 'plank' blindfolded.
- Etc.

2. Circle: Knots

(We all know how important knots are in Scouting ... and also fun!)

Form even numbered circles. Join hands with someone across the circle but not those on either side – left hand only. Now join hands with someone else. Again, do not take the hand of the people on either side of you. The challenge is to progress to a single circle without letting go hands. It is a challenge!

3. Active: A Marvellous Game

(B-P taught the Scouts to be quick, aware and observant.)

Have the Cubs sit in a circle. The leader is in the centre with a container of marbles. There should be one less marble than the number of Cubs playing. If you have a big Pack, split the Pack into two or more. The leader turns the container upside down and the marbles tumble all over the floor. It is the job of each Cub playing to try and get ONE marble, and those who don't get are out. The game goes on with one less marble each time until there is only one left.

4. **Wide:** Follow that Trail

(Trail signs are used for Scouts and Cubs to follow in order to end up at a specific point. They need to be laid off the path, somewhere where they can be seen but not destroyed by anyone else walking the same path.)

Refer to the Advancement Module: pages 74 to 76

Use whatever space is available to your Pack – the bigger the better. Place instructions around the area. Place them in such a way that once all the instructions have been complied with, the Cubs will be able to follow a proper trail. Ensure there are at least 15 different stations so some Cubs may have to work alone or in pairs, or more. Try and place the older Cubs with the younger Cubs so that they can teach the Cubs about the signs. The instructions should be for the Cubs to put together a certain trail sign, e.g. turn right here. So that they know to put together the trail sign at that particular spot which informs the Cubs following the trail to make a right turn. Once all the signs have been done, check that they are correct and the Cubs can then follow the trail (few at a time!!). Depending on the size of your Pack, you may want to set up different trails. You can use this opportunity to discuss hikes and the importance of the buddy system!

5. **Relay:** Help Yourself

(B-P taught us that Cubs and Scouts NEVER tell lies and they certainly don't cheat during games. Everyone needs to work well together and be honest and do what you are told.)

Relay formation in Sixes. A plate of jelly beans is placed opposite each Six. Only the exact number of sweets are placed as there are in the Six. The instruction is that the Cub must run forward and take 1 sweet and return; when the next Cub goes. However, he/she can lie and take 2 sweets and see the consequences. At the end of the game discuss being honest.

Sense Training:

1. **Sound:** Sense Hike – Hearing

(B-P taught us to respect nature.)

Cubs are taken out into nature. As they walk along, preferably in silence, they must listen out for all the noises they hear and write these down. When they get back to the meeting place, they can compare with the others.

2. **Sight:** Run and Touch

The leader asks the Cubs to run and touch a list of about 6 to 8 objects. On a signal all the Cubs run and touch the items listed by the leader. It does not matter in what order they are touched so long as each of the listed items are touched. First one back gets bones.

Yarn:

A Scout Before Boy Scouts were invented

Warner Goodyear was a boy with a bicycle. He lived in a hot, dry town at the northern tip of the Cape Province. There didn't seem to be much interesting in his home town: just a railway and an army camp and lots of stones!

Then, when Warner was 13 years old, everything changed. A war broke out and his unimportant little town, Mafeking, became the centre of a siege. British soldiers commanded by Colonel Baden-Powell defended the town against thousands of Boer troops outside. Every man was

needed. As more became killed or wounded, the boys were turned into a cadet corps, given a uniform – a tunic, a cap and long trousers – and used as messengers.

Warner was given the rank of Sergeant-Major with three stripes on his arm to prove it. He and the other boys carried letters and messages round the town even when the guns were firing. When stamps ran out in the Mafikeng post office, the local photographer took a picture of Warner on his bicycle and that was used as the design for a new penny stamp.

B-P said to one of these bicycle messengers, "You'll get hit one of these days, riding about like that – the shells are really flying."

His reply was, "I pedal so quick, sir, they'd never catch me."

That was back in the year 1900. Bullets go flying about our streets today, sometimes. It needs courage to go out on a bicycle in the face of danger, even if you do have an important message to deliver. Warner Goodyear wasn't a Boy Scout, because Scouts hadn't been invented yet. But B-P never forgot the bravery of his Mafekeng Cadet Corps. They were part of the inspiration he needed to start the Scouting Movement.

NOTE: There is – at last – a memorial to "record the case of a boy who, in serving his country with bravery and distinction, showed that the right boy can be trusted with responsibility just as well as any man". Those were the words chosen by B-P to mark the grave of Warner Goodyear, the leader of the cadet corps in Mafeking. A suitable headstone in Randfontein cemetery was unveiled in May 1992 by the Chief Scout of South Africa, Garnet de la Hunt.

(Source: World Scouting News – August/September 1992)

Craft/Activity:

1. **Activity:** First Aid - make a stretcher.

(B-P trained the Scouts to be basic first aiders and this included assisting those who had been wounded, with whatever equipment was available.)

You will need two staves and a blanket per team. A team should consist of no more than four Cubs.

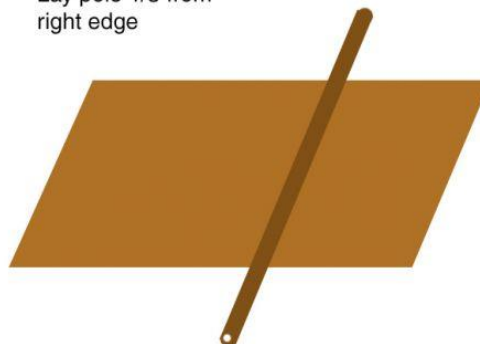
These instructions were taken from the site <http://hubpages.com/health/Making-an-Emergency-Stretcher>.

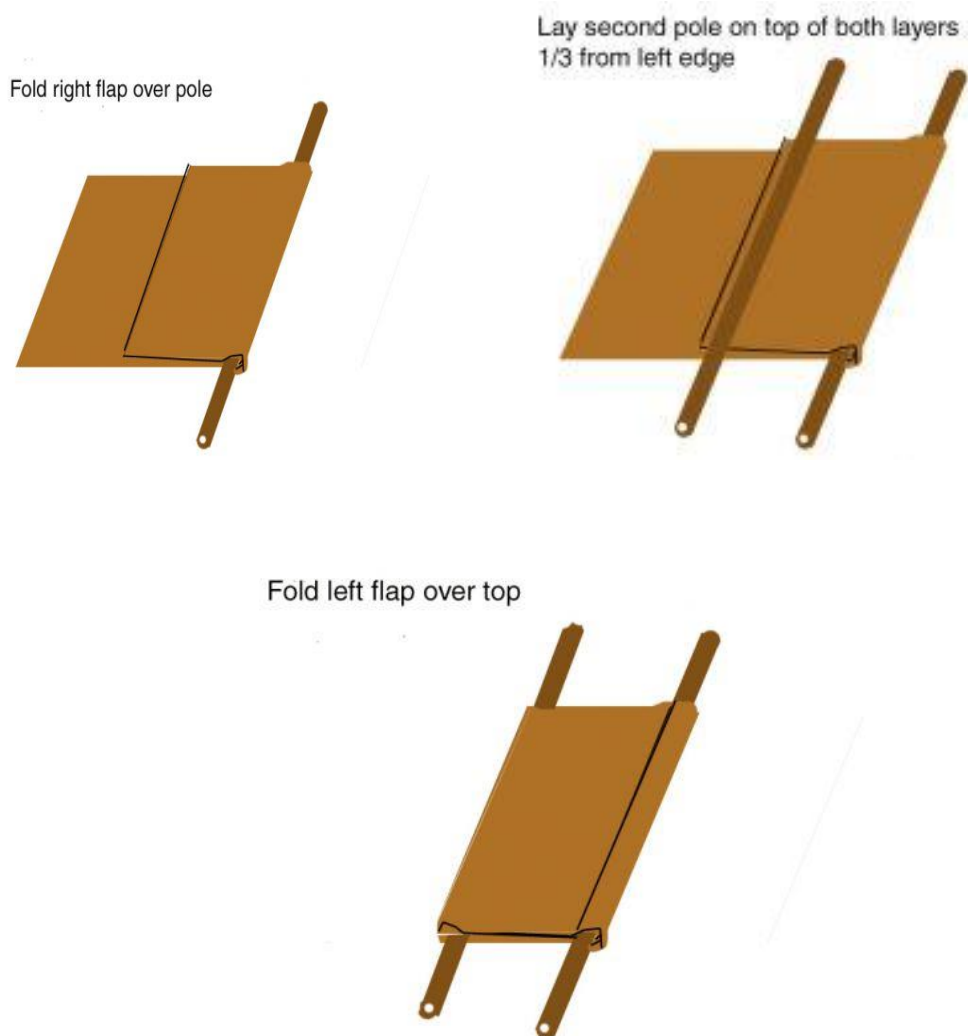
Practice first with the Cubs to ensure they are comfortable with what they are going to do. Read the article as this is a good background as to what you can use the stretcher for.

Lay a blanket on the floor



Lay pole 1/3 from right edge





Once each team has made a stretcher and are comfortable with the concept, why not set up a challenge. Cub one and Cub two create a stretcher and carry Cub three to a designated spot and take the stretcher apart. Each Cub brings back one piece of the stretcher. Cub two and Cub three carry Cub four and repeat. Then Cub three and Cub four create the stretcher and carry Cub one. If you want to make it more challenging then let the victim hold a cup of water and the team with the most water left gets bones.

2. Handcraft:

(Do a good turn and make something for someone!)

There is a wide variety of games the Cubs could make and once completed, donate to an under privileged school or ECD. Some ideas can be found at the following sites but anything useful will do! Try and keep it simple and use items you may already have ...

- **Marble board game:** <http://frugalfun4boys.com/2015/10/14/how-to-make-a-cardboard-box-marble-labyrinth-game/>
- **Chalk:** <http://playfullearning.net/2013/04/make-your-own-sidewalk-chalk-2/>
- **Play Dough:** <http://www.familyeducation.com/fun/playdough/6-homemade-playdough-recipes>
- **Foosball Table:** <http://www.u-createcrafts.com/diy-mini-foosball-tableperfect-for-kids/>
- **Puzzles:** <http://www.ops125.net/vimages/shared/vnews/stories/502da4daaf473/homemade%20puzzles.pdf>

- **Hand puppets:** <http://www.geocities.ws/kissafrog.geo/puppet/hndpuppatt.html>. Use the template to sew some hand puppets and let the Cubs draw the faces, clothes etc. – use wax crayons and then iron them to seal the wax, or use fabric paints, or use felt or material scraps if you use the felt and material scraps let the Cubs stick them down with white glue and then sew them into place using a blanket stitch
- **Macrame dolls:** Practice tying knots. This may be a bit tricky for the younger Cubs. <http://artmind-etcetera.blogspot.co.za/2009/05/how-to-make-macrame-doll.html>

The ideas are endless It is all about the giving!

Singing/Play Acting:

1. **Singing:** B-P Spirit

Singing module: page 29

2. **Playacting:**

(B-P always wanted Cubs to treat people as they would like to be treated.)

Cut up these scenarios and put in a bowl. Let each Cub/Six take one out randomly and perform. Once they have acted out the scenario, the Pack can decide what the Cubs are doing and discuss:

- You find a watch in the parking lot after a meeting. What do you do? (Honesty)
- You are at a camp and you see a young Cub trip and fall. What do you do? (Kindness)
- Your leader had a copy of the latest Cub Annual that is not available in South Africa. You borrowed it and now it is lost. What are you going to do? (Respect)
- At school you see your Cub friend being bullied by an older boy. What do you decide to do? (Compassion, kindness)
- A boy comes to school and he is in a wheelchair as he has only one leg. What can you do to help? (Compassion, kindness)
- Granny has phoned – how do you answer the phone? (Show respect)
- It is your birthday and a friend arrives with a gift for you. What do you do – just take the gift or say something? (Respect, thankfulness)

Advancement covered:

Silver Wolf: Revision

Gold Wolf: Revision